

## CLAIMS

What is claimed is:

1. A system for commanding an entity, comprising:
- an entity player for invoking an entity, wherein the entity includes a plurality of methods;
  - an entity editor connected to the entity player; and
  - at least one control device connected to the entity player, wherein the entity player invokes the entity methods in accordance with the control device.
2. A method for commanding an entity, comprising:
- selecting an entity wherein the entity includes a plurality of commands that are associated with the entity; and
  - selecting at least one entity command.
3. The method of claim 2, wherein the step of selecting the entity commands is performed through the use of an entity editor.
4. A method for commanding an entity, comprising:
- downloading an entity, wherein the entity is associated with a plurality of commands;
  - opening the entity in an entity editor to determine the plurality of commands associated with the entity;
  - selecting at least one command; and
  - constructing a message from the selected command.

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- 1 5. A method for interpreting an entity, comprising:
- 2 retrieving, by an entity-enabled device, an entity having a
- 3 plurality of commands wherein the entity-enabled device includes an
- 4 entity player for interpreting commands;
- 5 determining, by the entity player, whether the commands are
- 6 compatible with the entity-enabled device;
- 7 interpreting, by the entity player, the compatible commands on
- 8 the entity-enabled device.

09894163-062601